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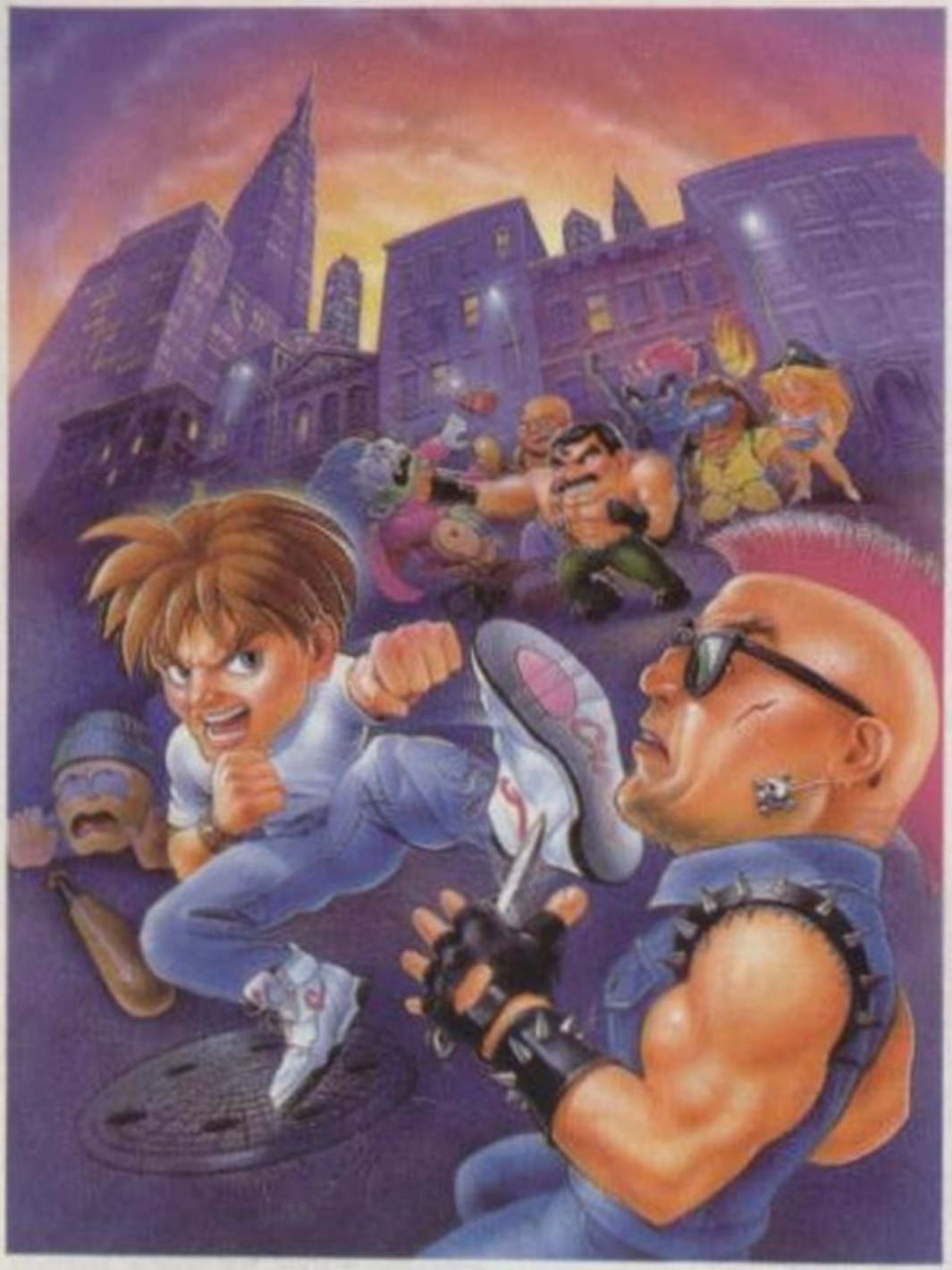

CAPCOM®

Mighty Final Fight™

INSTRUCTION MANUAL

A Special Message From Capcom

Thank You for selecting **Mighty Final Fight**, the latest addition to Capcom's library. Capcom continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Mighty Final Fight features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM U.S.A.

LICENSED BY

Nintendo

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SAFETY PRECAUTIONS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Follow these suggestions to keep your **Mighty Final Fight** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

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THE STORY

Metro City, the crime capital of the world, has been overwhelmed by crime and violence. At the center of the problem lies the Mad Gear Gang, a merciless band of punks and thugs that controls the city. But the leader of the gang wants more than just the city. He has fallen in love with the mayor's daughter, and he's going to do whatever it takes to have her.

Haggar's daughter Jessica is missing and the leader of the Mad Gear Gang has got her. He has plans to marry Jessica and take control of the whole city. But one man stands in the way. Haggar is in a fightin' mood and he's ready to crack some skulls. Joining him in the rescue are Guy and Jessica's boyfriend, Cody. Together, nothing's going to stop them from getting her back and restoring peace in Metro City!

GETTING STARTED

1. Set up your Nintendo Entertainment System and plug in a controller.

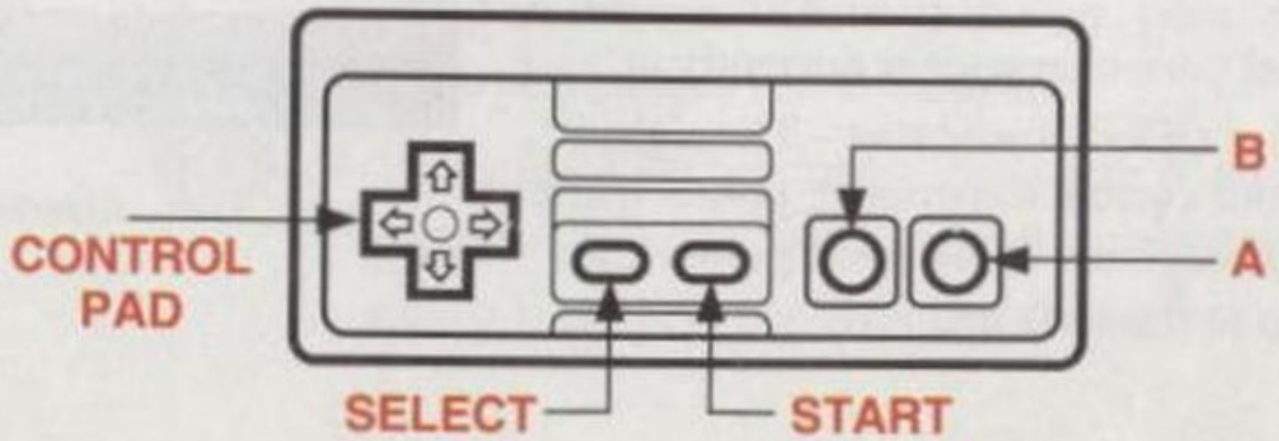
2. Insert your **Mighty Final Fight** game pak into your Nintendo Entertainment System and turn the power on. The title screen will appear.

3. When the title screen appears, press the **START** button. Now you may choose a character to play. Simply press the control pad **Up** or **Down** to highlight a character. To choose a character, simply press any button.

4. To end the game at any time, turn off the power on your Nintendo Entertainment System and remove the game pak. Make sure to replace the sleeve on your **Mighty Final Fight** game pak.

USING THE CONTROLLER

To do this:	Do this:
Punch	Press the **B** Button
Jump	Press the **A** Button
Walk in any direction	Press the control pad **Left, Right, Up** or **Down**.
Grab an enemy	Use the control pad to press against an enemy.
To pick up an item or a weapon	Stand over the item and press the **B** Button.
To pause the game	Press the **START** Button. To resume the game, press the **START** button again.



THE MAIN SCREEN

It's going to be a long day for Haggar and his friends. Wipe out any punk that stands in the way. With a little luck and determination, you may rescue Jessica from the evil clutches of the Mad Gear Gang. But remember to watch your strength or you may find yourself out cold.

Player Strength Meter - Indicates how much energy you have remaining. When the meter disappears, you lose one life.

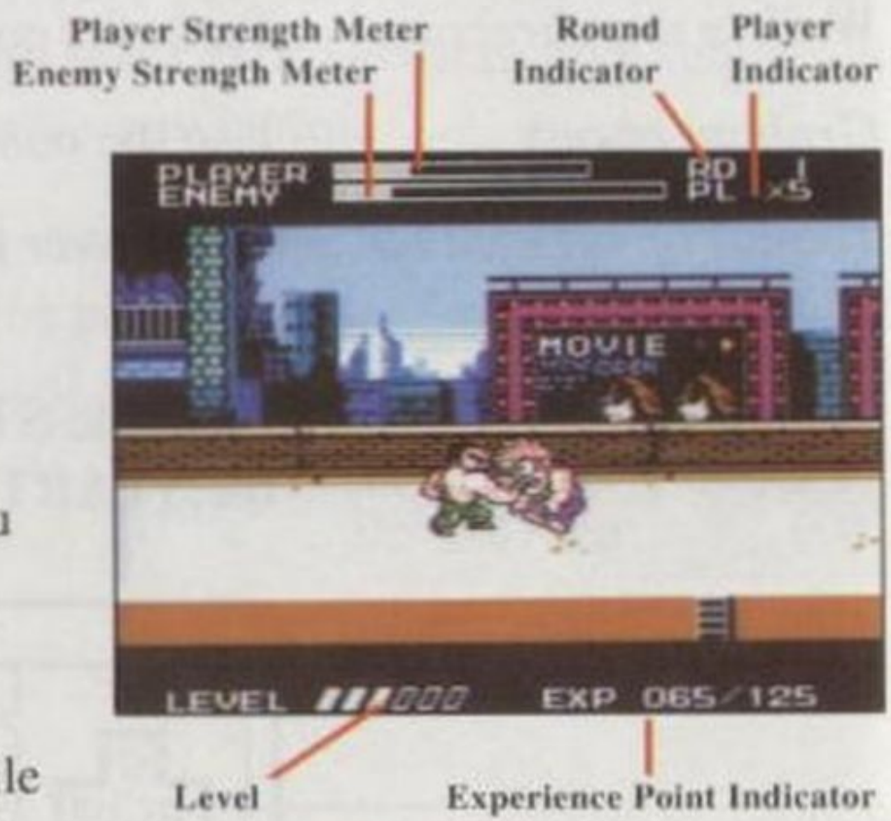
Enemy Strength Meter - Indicates how much energy your opponent has. When the meter disappears, so will your enemy.

Round (RD) Indicator - The area in the game you are currently in.

Player (PL) Indicator - The number of lives you have remaining.

Level - The level your character is currently at.

Experience Point (EXP) Indicator - The right side indicates your current experience points while the left side indicates how many more points you need to move up to the next level.



PROFILE OF MIKE HAGGAR

Mike Haggar is currently the Mayor of Metro City. He was a former wrestler and a champion street fighter. He's determined to rescue Jessica and restore peace in Metro City.

Haggar's Wrestling Technique

- ***Head Butt*** - Grab an enemy and press the **B** button.
- ***Body Squat*** - Press the **A** button to jump, then while in mid-air press, the **B** button.
- ***Suplex*** - Grab an enemy and press the control pad **Left** or **Right**, then press the **B** button.
- ***Piledriver*** - Grab an enemy and press the **B** button to jump in the air. While in the air, press **Down** on the control pad and the **B** button.
- ***Spinning Clothesline*** - Press the **A** and **B** buttons simultaneously. Your strength meter will go down every time you use this technique.

PROFILE OF CODY

Cody has been training in the martial arts since he was 9 years old. Now at the age of 22, Cody has mastered the art of karate. With so much experience, he has uniquely created his own fighting style. He has combined the art of karate with boxing. Cody is currently dating Haggar's daughter Jessica.

Cody's Boxing Technique

- ***Over The Shoulder Throw*** - Grab an enemy and press the **B** button while pressing the control pad **Left** or **Right**.
- ***Jump Kick*** - Press the **A** button to jump, then while in mid-air, press the **B** button.
- ***Knee Drop*** - Press the **A** button to jump, then while in mid-air, press **Down** on the control pad and the **B** button.
- ***Knee Bash*** - Grab an enemy and press the **B** button.
- ***Super Kick*** - Press the **A** and **B** buttons simultaneously. Your strength meter will go down every time you use this technique.

PROFILE OF GUY

Guy is currently a student of Master Genryusai. He studies the art of ninjutsu and he possesses lightning speed and agility. With the skills of a ninja, Guy can catch most of his opponents off guard. He's good friends with both Cody and Haggar.

Guy's Ninjutsu Technique

- ***Back Roll Toss*** - Grab an enemy and press the **B** button while pressing the control pad **Left** or **Right**.
- ***Jump Kick*** - Press the **A** button to jump, then while in mid-air, press the **B** button.
- ***Elbow Drop*** - Press the **A** button to jump, then while in mid-air, press **Down** on the control pad and the **B** button.
- ***Knee Bash*** - Grab an enemy and press the **B** button.
- ***Super Kick*** - Press the **A** and **B** buttons simultaneously. Your strength meter will go down every time you use this technique.

USING YOUR SPECIAL ATTACKS

Each character possesses a special attack. To do this, push the **B** button and quickly press the control pad toward your opponent. These moves are extremely difficult to perform, so practice your timing.

You will not be able to execute your special attacks unless you are at level 4. To move up levels, you need to have the required amount of experience points. This is shown on the right side of the **Experience Point Indicator**. The character you choose and the types of moves you apply to knock out your opponent will determine how many experience points you will receive.

USING YOUR SPECIAL ATTACKS CONT.

CODY: When Cody is strong enough, he can channel energy through his hands to create a **Tornado Sweep**. Using this technique, he can hit his enemies at a distance.

HAGGAR: With the speed of light, Haggar can quickly charge toward his enemy and apply a fatal wrestling move. By executing the **Running Clothesline**, he can catch most of his enemies
off guard.

GUY: Guy is the quickest of the three. He can apply deadly combinations on unsuspecting enemies. By using his **Tornado Kick**, he can knock out his opponent with two swift kicks to the head.

POWER-UP ITEMS

As you fight your way through the streets of Metro City, you will find steel drums. Break these open by punching or kicking them and you may find some power-up items.

FOOD: Pick these up to increase your strength. Consuming various types of food will give you different amounts of energy. If you pick up food when your strength is full, then it will give you experience points.

HEART: Every time you pick one of these up, it will give you an extra player.

MOBI: Pick these up and it will give you two extra players.

MONEY BAG: Collecting these will give you an extra continue.

POWER-UP ITEMS CONT.

Also inside steel drums are weapons for you to use. If you're lucky enough to find these, simply stand over them and pick 'em up with the **B** button. Now start swinging away at your enemies! Certain weapons will only be available for certain characters.

KNIFE: Being a skilled knife fighter, Cody is not afraid to challenge anyone with a knife or a sword.

SHURIKEN: With the skills of a ninja, Guy can throw this weapon with great speed and accuracy.

OVERSIZED MALLET: With the experience of a wrestler, Haggar is the only one with enough strength to swing the oversized mallet.

BOSSES OF METRO CITY

Thrasher

Haggar and his friends must start their journey in the slums of Metro City. There, a Thrasher cool blond with shades will be waiting for them to put an end on their mission. Being at the bottom of the totem pole, Thrasher must do whatever it takes to prove his worthiness to the Mad Gear Gang.

Katana

Riverside is ruled by Katana. If you want to go through, you'll have to defeat the sword-swinging samurai. He's quick with his sword, so be very careful. He has a twin brother who rules the factory. But it has been rumored that a third may exist.

BOSSES OF METRO CITY CONT.

Abigail

Abigail is not your typical muscle-head. He's got brains and brawn. He's been exercising his mind by reading trivia. So if you want to get past Old Town, you'll have to answer his questions or he'll plant a big wet kiss on your cheek.

Katana

This is another Katana brother that you'll encounter. He heads the factory where weapons are produced for the Mad Gear Gang. He thinks like his brother, so use the same tactics to defeat him.

HELPFUL HINTS

- Wait until your strength meter is low before you pick up any food.
- Standing toe-to-toe with your enemy can prove fatal. Instead, be patient and wait until they leave themselves open, then attack!
- There's a certain amount of hits you can apply to an enemy before you knock them down. Find deadly combinations of hits for maximum damage.
- Be very cautious when using your special moves because they will leave you vulnerable for a second.
- Be careful when using your super moves. Each time you use them, they will deplete some of your energy.

WARRANTY INFORMATION

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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